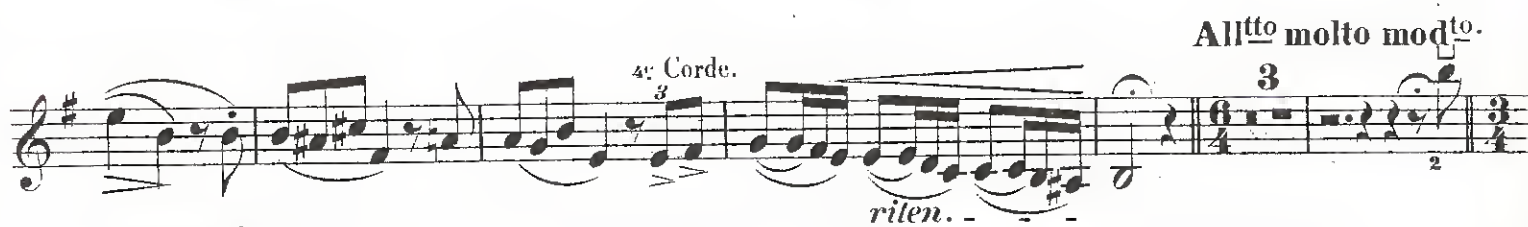
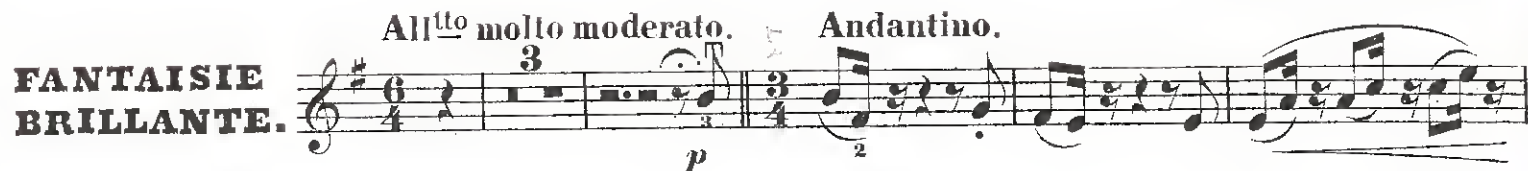


Violino .

H.W. Ernst, Op. 24.

FANTAISIE
BRILLANTE.All^{to} molto moderato.

Andantino.



Violino.

a tempo.

3^a Corde.

2^a Corde.

3^a Corde.

p

cresc.

f dim. pp

Cadenza.

2^a Corde.

3^a Corde.

ten.

f

in tempo.

All^o non troppo.

10

Andantino pastorale, molto cantabile.

dol.

cresc.

p

dol.

cresc.

VARIAZIONE.

Tempo 1^o

p

Violino.

Handwritten numbers: 110, 120, 110

dol. poco rit.

f

4^e Corde.

fz

19

20

8.....

5^e Corde.

cresc.

cresc.

Cadenza.

4^e Corde.

Presto.

3^e et 4^e Corde.

3^e Corde.

4^e Corde.

a tempo.

5

This page contains the musical notation for the Violino part, measures 110 through 120. The key signature is two sharps (F# and C#). The notation includes various musical symbols such as slurs, ties, and dynamic markings. Handwritten numbers 110, 120, and 110 are present above the first three staves. The score includes a Cadenza section and a Presto section. The final measure is marked 'a tempo.' and contains a handwritten '5'.

Violino.

p *leggero.*
f
ff
fz *f*
fz *Presto.* *in tempo.*
f *Presto.* *in tempo.* *Presto.*
in tempo. *8* *6*
Prestissimo *cresc.*

2. Corde.

Violino.

All^{to} ben marcato.

tirez.

mf

dol.

f

tirez.

leggiere.

cresc.

cresc.

f cresc

*risoluto.
con bravura.*

ff

f

au talon.

sons harm.

au talon.

au talon.

Poco più lento.

dol.
2^a Corde.

agitato.

cresc.

fz

cresc.

ff

riten.

Tempo I^o del Allegretto.

fz con molta espress.

fp

Violino.

Violino musical score, 10 staves. The score includes various musical notations and dynamics:

- Staff 1: *sf*, *cresc.*, *f*. Fingerings: 2, 3, 3.
- Staff 2: *f*. *4a Corde.*
- Staff 3: *4a Corde*, *3a Corde.*, *4a Corde.*
- Staff 4: *cresc.*, *f*.
- Staff 5: *f*.
- Staff 6: *f*.
- Staff 7: *p*.
- Staff 8: *f*, *p*, *cresc.*.
- Staff 9: *cresc.*.
- Staff 10: *cresc.*, *f*.

The score also includes specific string assignments: *4a Corde* and *3a Corde.*

Violino.

NB.

⊕

p

cresc.

Brillante.

au talon.

ff

ff Prestissimo.

riten.

animato.

Fine.

NB. Es ist dem Spieler freigestellt vom ⊕ bis zum + zu springen.